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Bassino.

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Bassino.

AND

Ten Pins.

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of Franklin, Mass.

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Bassino.

THE GAME OF BASSINO, invented by a gentleman of culture to while away the tedium of hours of enforced idleness, was found to accomplish that agreeable duty so well, that he deemed it best to let the public share in the pleasure it has afforded him; and in pursuance of that design he has secured Letters Patent for it, and it is now presented to the public in perfected form.

Two distinct yet related games can be played upon the Bassino Board,—the Game of BASSINO, with twelve men, or the Game of Bowls, (Ten Pins,) with ten men,—by simply making a slight change, as indicated upon the Table, in the arrangement of the men. As the Game of Bowls is generally well understood, but few directions are necessary to be given; but the Game of Bassino, being new,

requires to be explained somewhat elaborately.

The BASSINO BOARD has a table, properly marked, and a cushioned inclined plane. The table is at the end of the board where the player sits, and is marked with triangularly placed dots, on which the men are arranged. At the extreme end of the board, between two pockets, but connected with the table by a bridge, is a raised triangular table, called the Castle, on which the KING stands, while BASSINO stands upon the bridge, and LITTLE BASSINO is placed at the point of the triangle farthest from the player. The remaining points, or dots, upon the main triangle are occupied by the table men, ten in number. The men are thus properly arranged for playing Bassino.

(The position of the men, or pins, being immediately before the player, enables him to have perfect command of his game; without requiring the assistance of another person to set up his men, as in other similar games, and enables him to produce effects not possible where no *returning* ball forms the desirable

feature of the shot. For playing "*solitaire*," there is nothing that can equal it. If an antagonist is not to be obtained, you can play alone with almost equal pleasure.)

There are three BALLS used, and three shots constitute a play, or turn.

The Balls, placed upon the pads on either side of the table, whence they must always be started, are driven up the inclined plane by a MACE, and while the balls must be sent up to the top cushion, the Mace must not be pushed above the line across the inclined plane.

For the convenience of players, there is a PAPER BLOCK furnished, on the sheets of which are suitable checks and spaces ruled off for writing the initials of the players and scoring the shots. The larger checks are for marking the real counts made,—the smaller for noting "Spares," &c.

Directions

FOR PLAYING, AND TERMS USED
IN, THE GAME OF BASSINO.

This game may be played by one person, or by two or three; or four may make it a partner game. The rules, given further on, should be closely adhered to.

First see that your board stands even, and that your men are accurately placed. Hold your mace firmly, but not with a rigid grip, and drive the ball fairly, and with considerable force, against the upper end cushion, that its speed in returning may be somewhat accelerated. Avoid hitting the men with your mace, and do not attempt to catch a returning ball with the mace. A little practice will give you command of the angles, and by using them you will make the most effective shots.

Ten plays constitute a game. Each player is entitled to use three balls in a play; but the

game is much shortened by making double counts, in playing spares, as directed further on. Always score as soon as your play, or count, is determined.

MARKS and SCORES.—Mark your spares and strikes in small space upon the Book Block, and score your play, when completed, in the larger checks.

IMPERFECT SHOT.—Where the first ball is not driven to the cushion at the top of the inclined plane. This shot may be withdrawn—and the men must be reset.

FOUL.—All imperfect shots, after the first. These must be counted as shots made in the play, but the men knocked down must be reset, and not counted in the play.

PERFECT SHOT.—Where all the proper conditions are observed.

FULL.—Where all the table men are overthrown. The score is 10.

BASSINO FULL.—When you also knock down the Bassino. The score is 15.

KING FULL.—When you also get the King. The score is 25.

(Fulls are so counted when all three of the balls are used in the play, and the table men and B., or both B. and K. are overthrown.

SPARE.—Where all the table men are overthrown with first two balls. Your count is 10; but do not score it. Mark a cross (x) in the space above the check, and when you play your next turn, add the number got with your first ball to the 10, and then score in the check corresponding to the former play, but count the number got with this shot in the play you are now making. Or, if you desire, you may use the spare ball in trying to get Bassino, or the King, or both. If you get Bassino, your score is 15; if you get the King, score 20, or score 25 if you get both. This uses up your spare.

BASSINO SPARE.—To get Bassino also.—Count the Bassino as 5, making 15 in all, and play your spare as before directed. Or you may use your spare in trying to get a King Shot; but whether you succeed or not, your spare is no longer available.

KING SPARE.—To get the King also. Your number is now 25, and to that add what you make with your spare, and score as before.

STRIKE.—Where all the table men are overthrown with the first ball. Your count is 10, and you have two spares, or two extra shots, which use as before directed; using both, if you desire, for Bassino and the King. If you get Bassino with the first ball you may mark

Bx, or you may use the spare for a King Shot, and then score.

BASSINO STRIKE.—To get Bassino, also, with first ball. Your mark should be Bxx, or you may use the two spares for a King Shot.

KING STRIKE.—To get the King, also, with first ball. Your count for the shot is 25, but your mark should be Kxx. You cannot now try for a King Shot, for the King is overthrown, and your score must be determined by the first two shots in the next play.

KING SHOT.—To use your Bassino Spare, or one or both your Bassino Strike balls and overthrow the King. A King Shot counts 30 ; but in order to make it fairly, you must first remove all men and balls from the pockets.—This shot is somewhat difficult to make, but a good player will succeed twice in three shots. It is recommended always to try the angles for this shot.

FORFEIT.—When you fail to overthrow the Little Bassino. In this event you count nothing in the play, but must carry forward the amount of last real score to the check corresponding to your play.

REBATE.—To miss Little Bassino, and make a Muff in one play. You then lose all the table men you have got, which, with 5 for Bassino, or 10 for the King, or 15 for both, if

either or both have been overthrown, must be deducted from your previous score, or made good as the game progresses, if your previous score is not sufficient.

MUFF.—A perfect shot that fails to count.

SCORING.

It seems impossible that, with the foregoing directions, a person should not understand scoring the game of Bassino; but to make it as plain as possible we subjoin a synopsis of a series of plays, in which all the shots possible are supposed to be made:—

First Play—Shot 3 balls; got 5 men, and made a muff,—scored 5.

Second—2 balls; 10 table pins—marked a spare (x).

Third—First ball 8 table men; added 8 to the 10 got with first two balls of second play, making that play 18, to which I added 5 got in first play, and scored 23 in second check. Second ball, got two remaining table men and Bassino. Marked Bx in space above third check.

Fourth—First ball, got Bassino strike, (15); scored 38 in third check, and still had 15 and

two spares toward fourth play. Used one spare to get a King shot; missed. Now marked Bx in fourth space.

Fifth—First ball King strike. Scored (25, 15 and 38)—78 in fourth check, marked Kxx in fifth check.

Sixth—First two balls, missed little Bassino but got all the others, scored 102 in fifth check; made a muff with third ball. Lost 24; scored 78 in sixth check

Seventh—Bassino strike. Used first spare for King shot and got it. Shot third ball; got 10; scored 133. (After a King Shot, a remaining spare may be immediately played, and the score completed, or the spare may be carried as Bx to next space.)

Eighth—King strike. Scored 158 in seventh check, and marked Kxx in eighth space.

Ninth—First ball, strike; second, got Bassino. Now scored 173 in eighth check, and made a King shot. Scored 218 in ninth check.

Tenth—Shot all three balls, but missed Little Bassino. Carried 218 to tenth check.

The foregoing plays are subject to almost unlimited variations. We might go on and

fill page after page with examples ; but enough have probably been recorded to give the learner a clear idea of the method. After scoring a few games, he will find it an easy thing to keep his count correct.

Always remember that spares, or strikes count upon the play you have made, for this reason : you were entitled to the product of THREE shots in that play ; and that they also invariably count forward to an equal amount. This you will more clearly understand as you progress, and you will also learn that, by this method of counting, it is possible to score 750 as the product of only twelve shots ; and that you could not get more if you made thirty distinct shots. You will also learn that it is possible for you to be minus several hundred at the close of a game. It is this seeming intricacy, or involvedness in marking and scoring the plays that makes the Game of Bassino so intensely interesting. This is also excellent training for the mind of the young, making them quick and sharp in difficult computations. For Bassino educates, in a certain degree, beneficially, those who play it.

As an amusement, for one or many, the Game of Bassino stand pre-eminent above all others. No fireside, no parlor, no situation can be dull where it is being played. It attracts the young, and by its intense excitement keeps them from seeking the hurtful pleasures away from home. Men of business can unbend at the Bassino board, and find healthful relaxation in the play, and be all the sharper therefor when they again take up the burden of life's cares.

Bowls.

Many persons may desire to play a game less difficult to score than Bassino. For these the Bassino Board can be used in the game of Bowls, or Ten Pins, by simply leaving off the Bassino and King. The method of playing, marking and scoring is the same as on the common Bowling Alleys, except that the men are overthrown with RETURNING balls,—one of the chief merits of this arrangement of the game. The same rules for making the shots govern in this game as in Bassino. It is not necessary that we describe the Game of Ten Pins; it is so common that every person can easily become familiar with it.



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